SDK Projects

Table of contents

- 1 Table of contents
- 2 Create SDK Project from Vivado
  - 2.1 Variant (a): Use additional TE Script functions
  - 2.2 Variant (b): Use Xilinx GUI Export
- 3 Create Software Application with SDK Template
- 4 Modify BSP-Settings
- 5 Debug Software Application
- 6 Examples
  - 6.1 Xilinx "Hello World" on ZynqMP
  - 6.2 Xilinx "Hello World" on Zynq
  - 6.3 Xilinx "Hello World" on MicroBlaze
- 7 Convert Application ELF to SREC
- 8 References

Create SDK Project from Vivado

Variant (a): Use additional TE Script functions

1. Requirements (for HDF-Export with Bitfile):
   a. Project must be started with TE-Batch file or TE Scripts must be loaded. See InitialiseTE-scripts on Vivado/LabTools.
   b. "Generate Bitstream" must be finished (Use GUI or typ on Vivado TCL-Console to generate Bitstream:"TE::hw_build_design").
2. Typ "TE::sw_run_sdk" on Vivado TCL-Console (for more options type "TE::sw_run_sdk -help")
3. SDK Project will be generated and opened on subfolder /workspace/sdk/. Local Library folder /sw_lib will be included automatically.

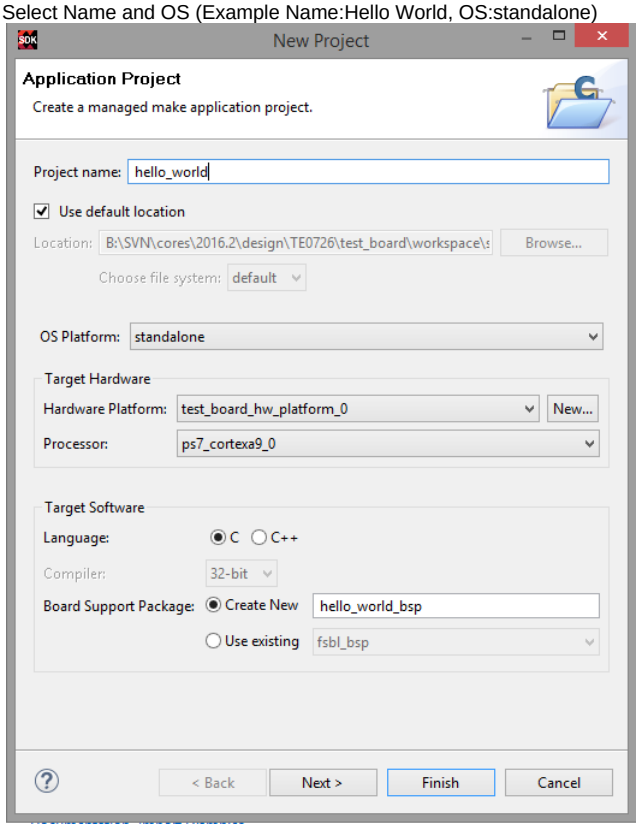
Variant (b): Use Xilinx GUI Export

1. Requirements (for HDF-Export with Bitfile):
   a. "Generate Bitstream" must be finished.
2. For HDF export click: FileExportExport Hardware (Select "Include bitstream" and your preferred folder)
3. To Launch SDK click: FileLaunch SDK (Select your HDF location and preferred SDK workspace)
4. SDK Project will be generated and opened (default location /vivado/<project name>.sdk).
5. (optional) Include local library folder in SDK, click: Xilinx ToolRepositoriesNew Local Repositories
   a. for TE-SW-templates use the path: <reference design>/sw_lib

Create Software Application with SDK Template

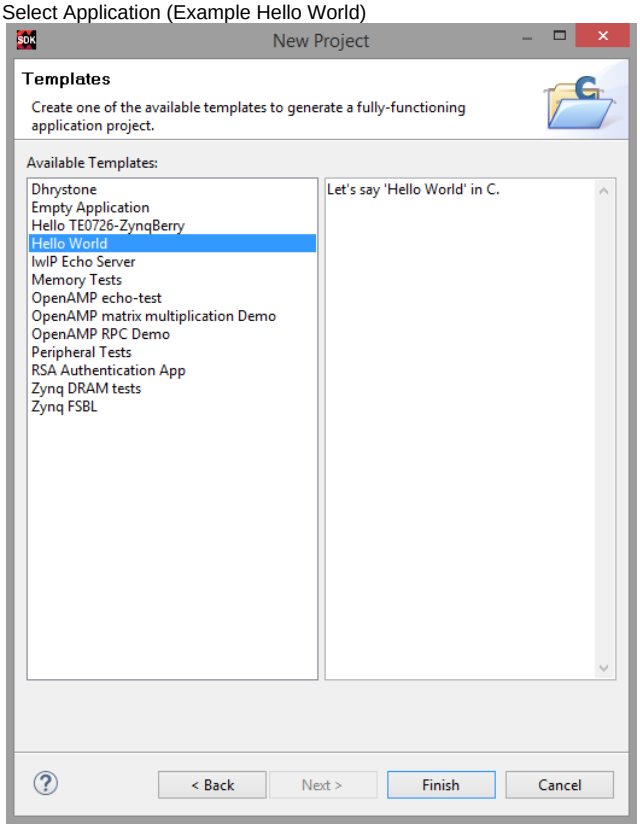
1. Click:FileNew Application Project

2. Select Name and OS (Example Name:Hello World, OS:standalone)



3. Click: Next

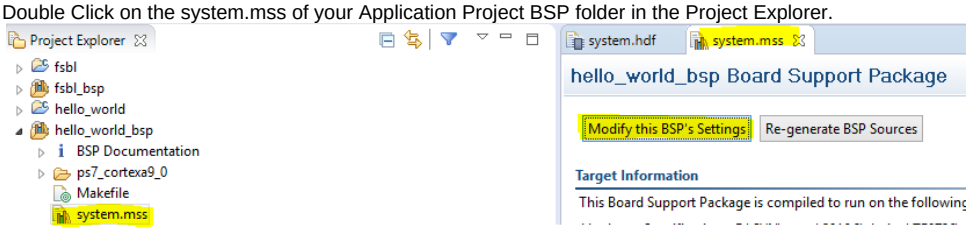
4. Select Application (Example Hello World)



5. Click Finished
6. Project with Xilinx Hello Word will be generated automatically

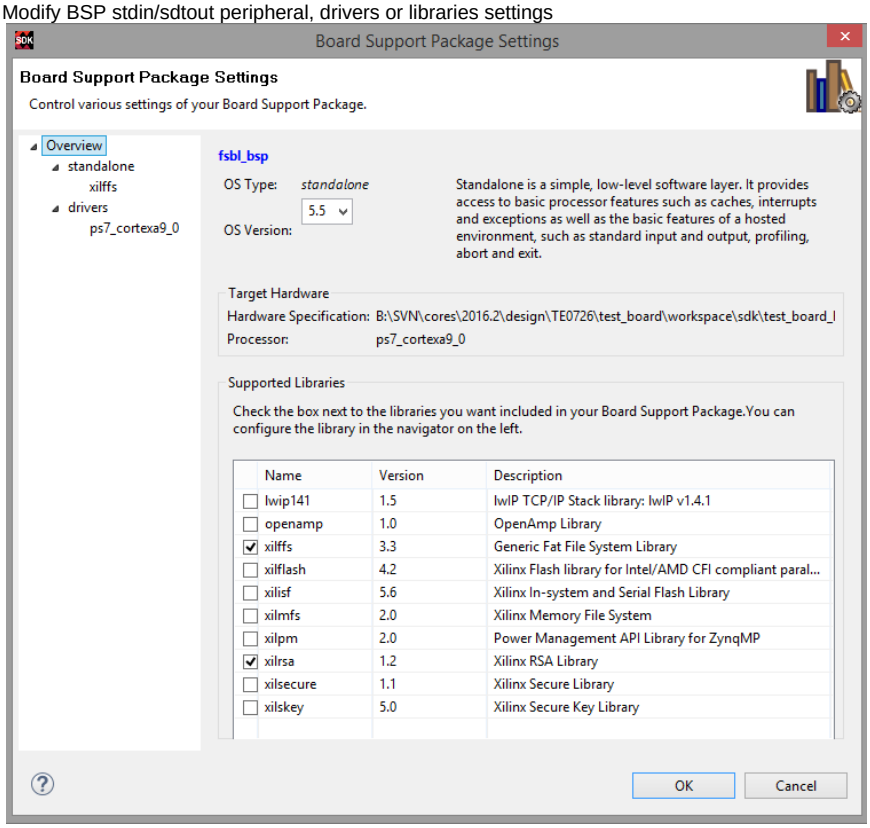
Modify BSP-Settings

1. Double Click on the system.mss of your Application Project BSP folder in the Project Explorer.



2. Click Modify this BSP's Settings.

3. Modify BSP stdin/sdtout peripheral, drivers or libraries settings



Debug Software Application

1. Right Click on the Software Project in the Project Explorer.
2. Click:Debug AsLaunch on Hardware (System Debugger)
3. View will be changed to Debugging and Application will be stared on Hardware with break point on first main entry. (Click F6 (step over) or F5 (step into) to step to the next line).

Examples

This examples shows only the basic steps without TE-Module specific settings

Xilinx "Hello World" on ZynqMP

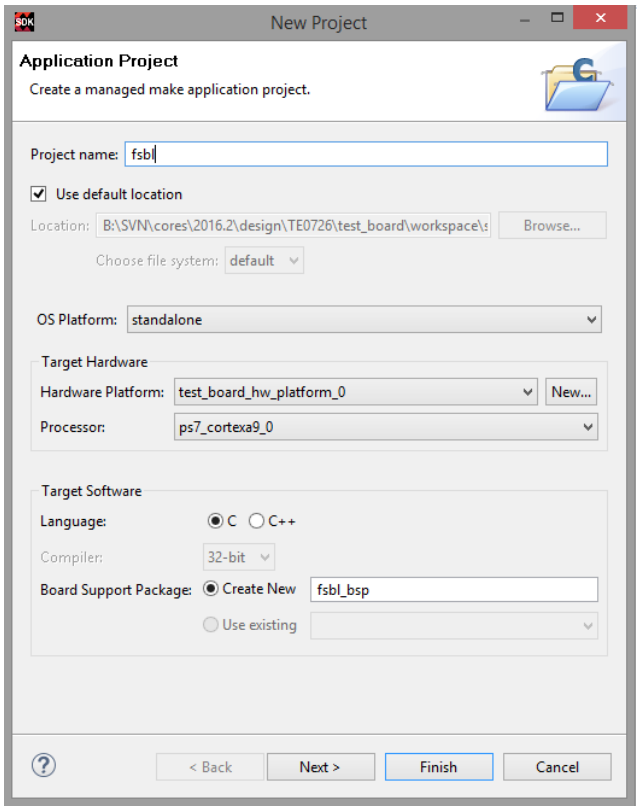
Same procedure as on Zynq device.

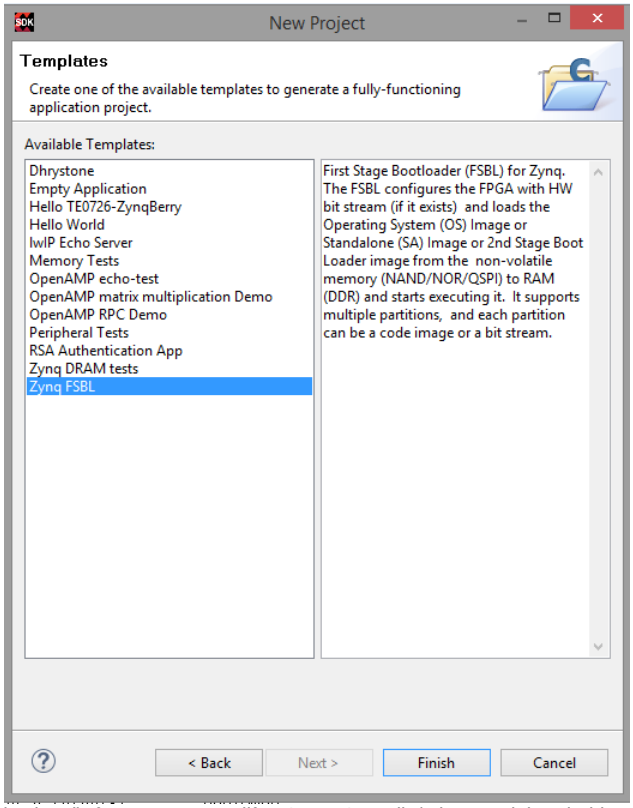
Xilinx "Hello World" on Zynq

This Hello World example is not usable for TE0722 without DDR

1. Create SDK Project:
    a. See Create SDK Project from Vivado
2. Create FSBL:
    a. See Create Software Application with SDK Template

b.

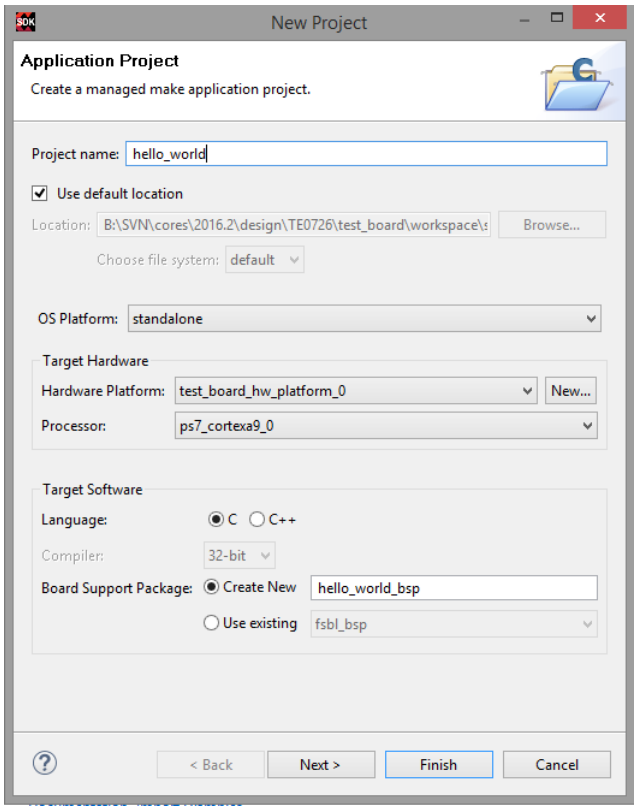

New Project
Application Project
Create a managed make application project.
Project name: fsbl
Use default location
Location: B:\SVN\cores\2016.2\design\TE0726\test_board\workspace\s
Browse...
Choose file system: default
OS Platform: standalone
Target Hardware
Hardware Platform: test_board_hw_platform_0
New...
Processor: ps7_cortexa9_0
Target Software
Language: C C++
Compiler: 32-bit
Board Support Package: Create New fsbl_bsp
Use existing
< Back
Next >
Finish
Cancel

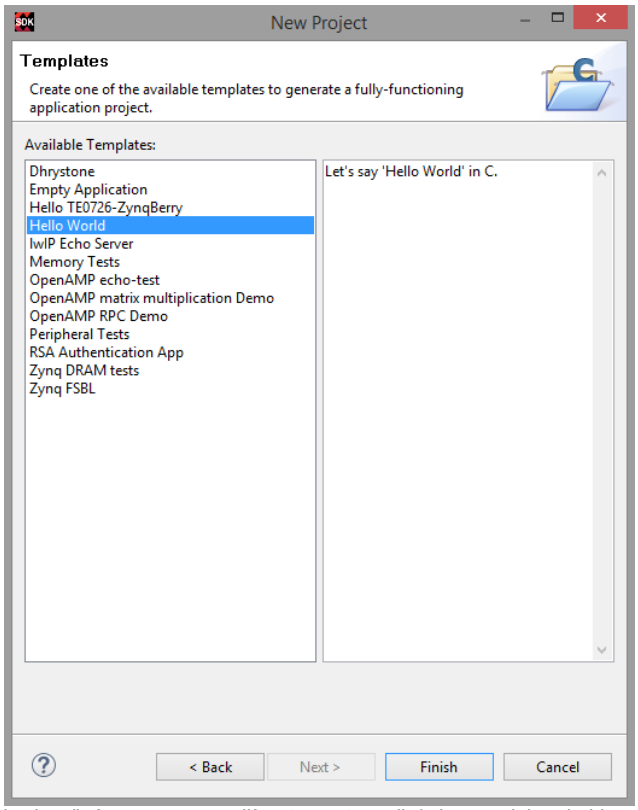


c. (optional) If necessary, modify FSBL-BSP stdin/sdtout peripheral, drivers or libraries settings for the FSBL Application
    i. See Modify BSP-Settings

3. Create Hello_World:
    a. See Create Software Application with SDK Template

b.

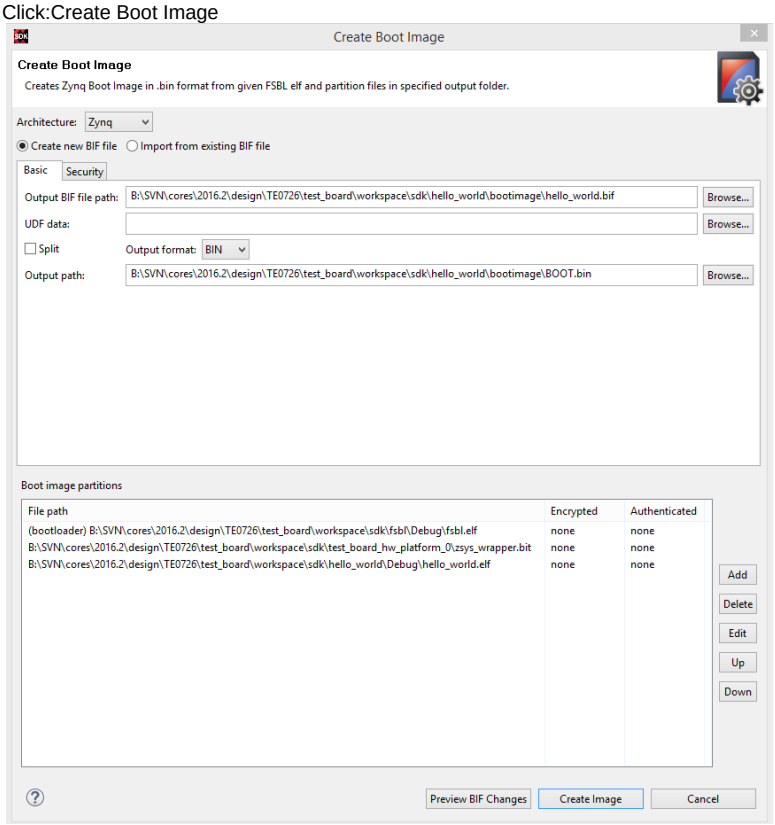

New Project
Application Project
Create a managed make application project.
Project name: hello_world
Use default location
Location: B:\SVN\cores\2016.2\design\TE0726\test_board\workspace\s
Browse...
Choose file system: default
OS Platform: standalone
Target Hardware
Hardware Platform: test_board_hw_platform_0
New...
Processor: ps7_cortexa9_0
Target Software
Language: C C++
Compiler: 32-bit
Board Support Package: Create New hello_world_bsp
Use existing fsbl_bsp
< Back
Next >
Finish
Cancel



c. (optional) If necessary, modify FSBL-BSP stdin/sdtout peripheral, drivers or libraries settings for the Hello World Application
    i. See Modify BSP-Settings

4. Create Boot.bin
    a. Right Click on the hello_world Project in the Project Explorer.

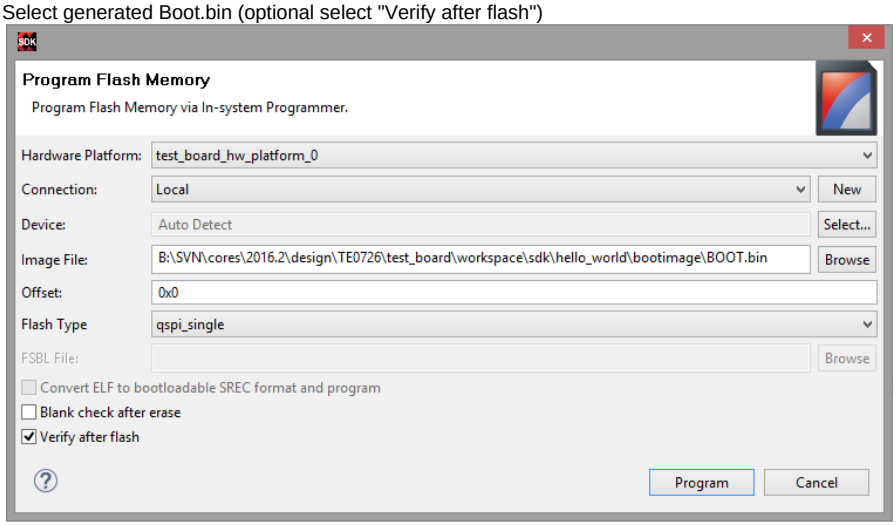
b. Click:Create Boot Image



All partition settings will be set automatically,if Build Process of FSBL and Hello World was successful.

c. Create Image

5. Program Flash
   a. Click:Xilinx ToolsProgram Flash
   b. Important since Vivado 2017.4: FSBL is needed on setup for QSPI programming. Reference Designs include special FSBL to program QSPI Flash without changing boot mode to JTAG
   c. Select generated Boot.bin (optional select "Verify after flash")

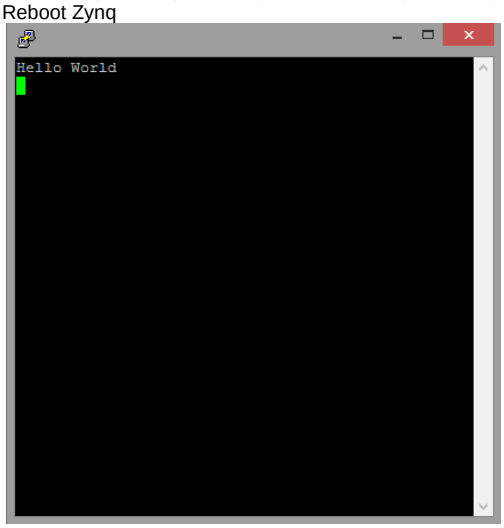


Note: Flash Type depends on HW: Select "qspi_single" or "qspi_dual_parallel", see <Reference Design>/board_files/*_board_files.csv

   d. Program Flash
6. Connect Serial Console
   a. COM Port: See OS Device Manager

b. Speed: depends on your Vivado Project. On Zynq Devices Default 115200

7. Reboot Zynq

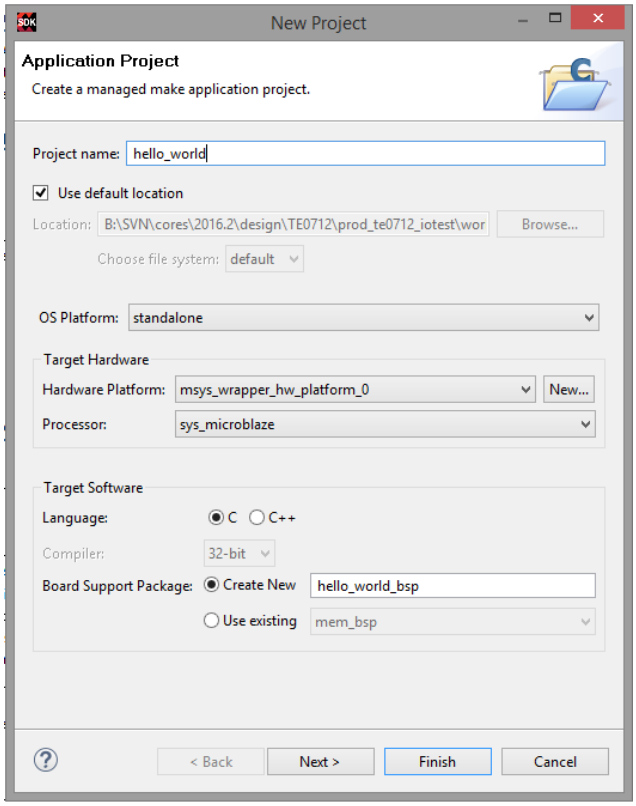


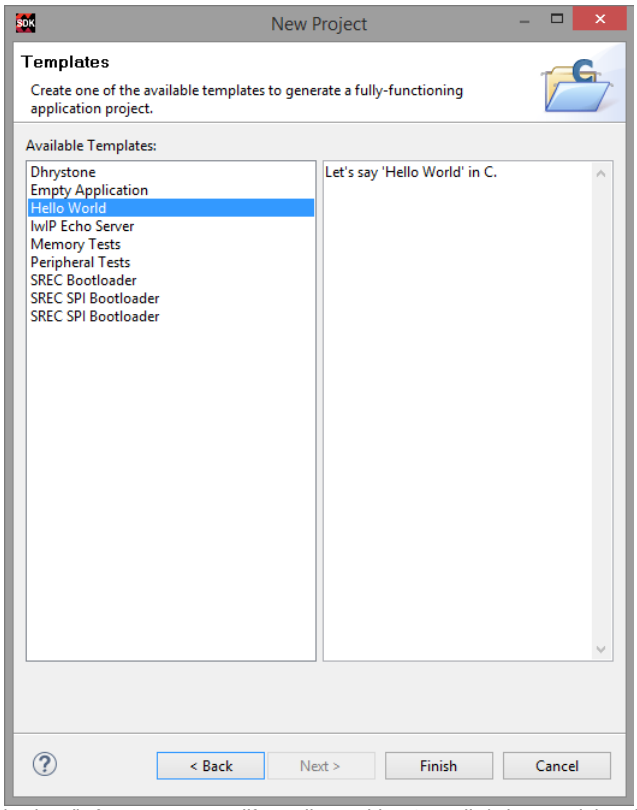
> Xilinx Hello World appears only one time on startup, so use HW-Reset Button on Module or Vivado Hardware Manager "Boot from Configuration Memory Device" Command to reboot PS. Alternatively modify helloworld.c to run print "Hello World" in endless loop.

Xilinx "Hello World" on MicroBlaze

1. Create SDK Project:
    a. See Create SDK Project from Vivado
2. Create Hello_World:
    a. See Create Software Application with SDK Template

b.

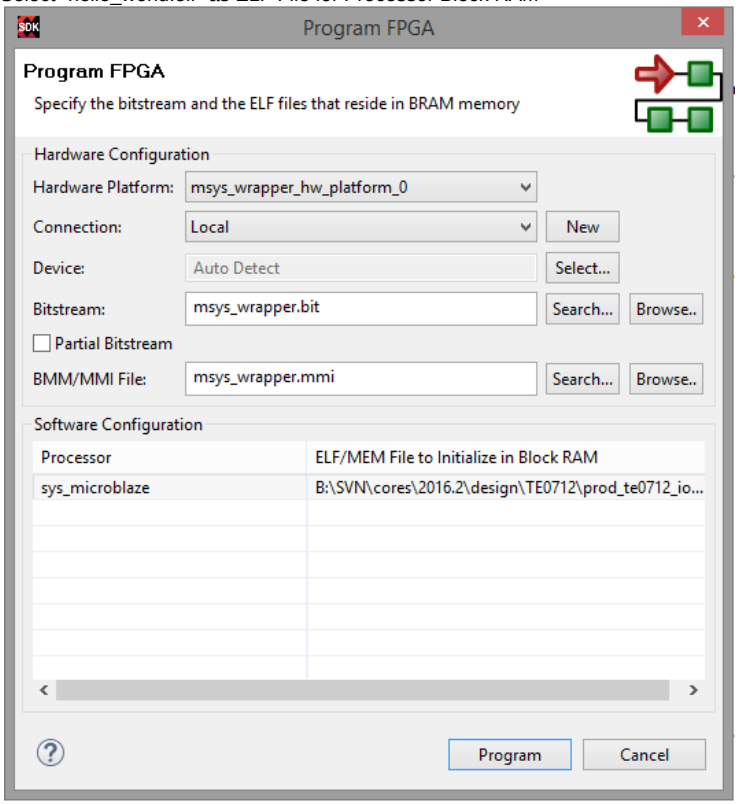

New Project
Application Project
Create a managed make application project.
Project name: hello_world
Use default location
Location: B:\SVN\cores\2016.2\design\TE0712\prod_te0712_iotest\wor
Browse...
Choose file system: default
OS Platform: standalone
Target Hardware
Hardware Platform: msys_wrapper_hw_platform_0
New...
Processor: sys_microblaze
Target Software
Language: C C++
Compiler: 32-bit
Board Support Package: Create New
hello_world_bsp
Use existing
mem_bsp
< Back
Next >
Finish
Cancel



c. (optional) If necessary, modify "Hello World"-BSP stdin/sdtout peripheral, drivers or libraries settings for the Hello World Application
    i. See Modify BSP-Settings

3. Program FPGA:
    a. Click:Xilinx ToolsProgram FPGA

b. Select "hello_world.elf" as ELF File for Processor Block RAM

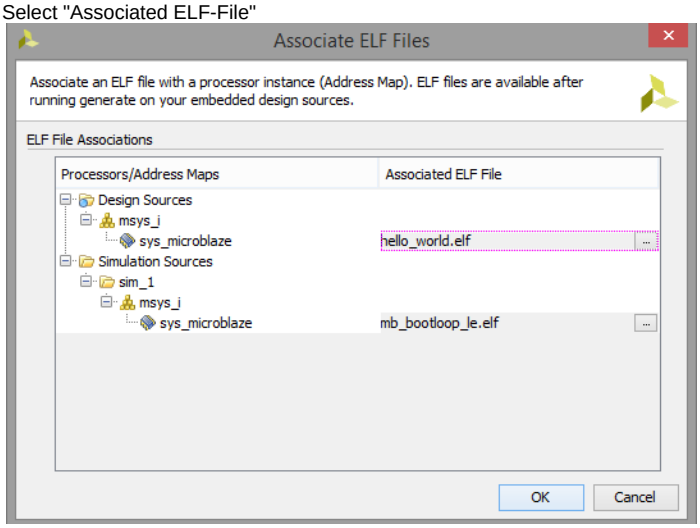


c. Click: Program

> ⚠ This step configure the Bitfile with the specified ELF-files and program the FPGA

4. (Optional) include ELF-file in Vivado Project:
   a. Right Click on the Block Diagram on Vivado Project Manager source window

b. Select "Associated ELF-File"



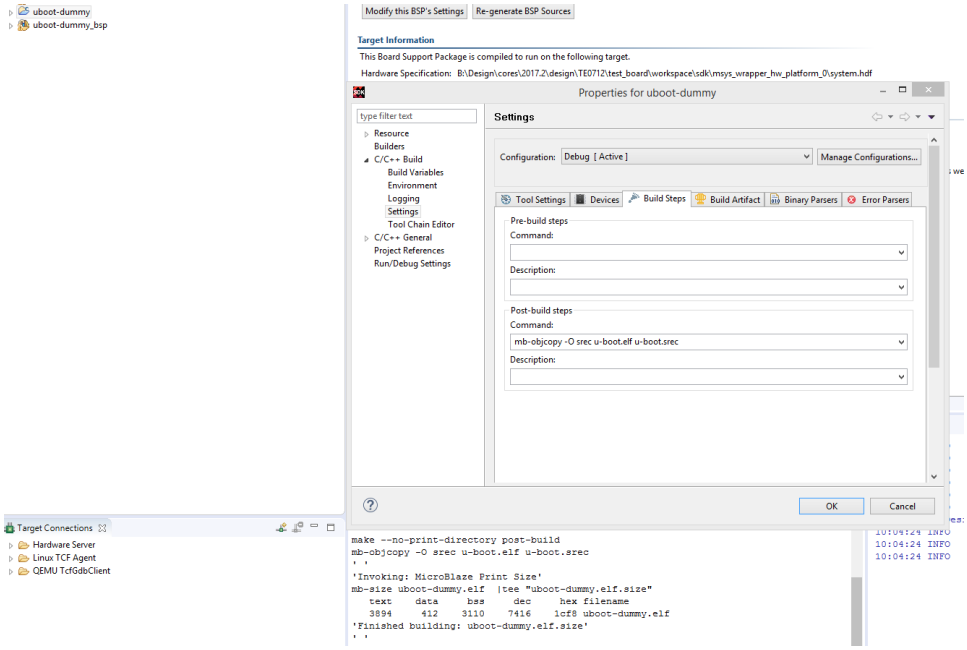
c. Generate Bitfile
d. Program FPGA with Vivado HW-Manager

> ⚠ Xilinx Hello World appears only one time on startup, so use HW-Reset Button on Module or Vivado Hardware Manager "Boot from Configuration Memory Device" Command to reboot PS. Alternatively modify helloworld.c to run print "Hello World" in endless loop.

Convert Application ELF to SREC

1. Create Application (for example Hello World)
2. Open "Application" properties C/C++ Build Settings and go into Build Steps Tap.

3. Add to Post-build steps: mb-objcopy -O srec <applicationname>.elf <applicationname>.srec



4. Press Apply or regenerate project

References

- UltraFast Design Methodology Guide for the Vivado Design Suite (UG949)
- UltraFast Embedded Design Methodology Guide (UG1046)
- Zynq UltraScale+MPSoC Software Developer Guide (UG1137)
- Zynq-7000 All Programmable SoC Software Developers Guide (UG821)
- Vivado Design Suite User Guide - Embedded Processor Hardware Design (UG898)
- Generating Basic Software Platforms - Reference Guide (UG113)
- PetaLinux KICKStart